

Arulco Revisited
v1.4
2013-01-20
(AR v1.4 20130120)
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««« *Beginner's survival guide* »»»

About

First of all: if you're a battle-hardened veteran who has already played JA2 v1.13 for several years, you can stop reading right now as this guide probably won't be of much help to you.

This guide is intended to be read by beginner's, who haven't too much experience with JA2 v1.13. It is especially aimed at the first few days of a new game of JA2 v1.13 + *Arulco Revisited*. It's supposed to offer you some ideas on how to get the campaign running properly.

Naturally, there is never only one or even "the best" way to play JA2. You should consider this guide as what it is: a proposal for how you could do it. Feel free to improvise over this scheme as you want.

This document contains almost no spoilers.

Section 0A: preparation

- When setting up your initial team you might want to hire someone who can open locks one way or another. There are more locked doors and containers in AR than in stock v1.13.
- You might also want someone who can repair stuff, since you'll have to rely more on dropped items, which are often in a bad condition.
- Your long-term strategy for your initial team should consider the fact that it might take more time than usual until you control more than one mine in Arulco. It might be a good choice to pick a team which is affordable for at least two weeks.

Section 0B: general hints

- It's extremely helpful to try and steal from your enemies all the time. This will usually greatly increase your loot and thus increase your team's gear.
- Important: Every time a battle is over, search the whole place for stuff. Even familiar looking places will often have more stuff than they used to have in vanilla JA2. In general, you can expect almost every building to contain some stuff. The only exception is Omerta (since the whole place was busted by queen D.) – but even in Drassen there is way more stuff than in vanilla JA2.

Section 1: Omerta

1. A9 (starting sector): Just clear the place out. Talk to Fatima as usual and give her the letter.
2. A10: Meet the rebels, take all the stuff, get Ira. Be sure to look for the second entrance to the bunker in the north-eastern area of the map. Notable loot includes night vision goggles, a small 2x scope and a Calico M-950.
3. A8: Kill all enemies. Loot the place.
4. Now that Omerta is clear of enemies, take some time to arrange all the stuff you found so far. Equip your mercs as good as possible and sell all the trash with [alt]+[lmb]. You should keep stuff that you don't need at the moment, but might need later (ammo, tool boxes, med-kits etc.). Don't leave valuable stuff behind, since Deidranna's forces will most likely retake Omerta soon.
5. Your next destination will be San Mona.

Section 2: San Mona

1. Avoid the road to stay clear of the enemy patrols there. Take this route: A8-B8-B7-B6-B5-C5. You might still run into enemies in the wilderness, though. Be sure to loot every farmhouse on the way. Important items that can be found in the farmhouses include a Ruger Mini-14 and a medical kit!
2. C5: Loot the place. Don't piss off Kigpin's men... yet. Especially the large building north of Tony's place and the building in north-western corner of the map are important to loot. While you're here, you should deal with Tony.
3. D5: Loot the ACA building to the north. Be careful when looting other buildings – some of the stuff there belongs to Kingpin's men. You can perform the extreme fighting competition if you have a capable merc. Loot includes a Calico M-960A
4. Now attack C6. You might want to assault at night. Afterward, you can talk to Angel, free Maria and give the deed to Kyle. Be sure to loot the arms dealer (the building to the south).
5. Now attack D4. It's up to you to decide if you want to take Kingpin's money inside the mine or not.

6. After you took D4, you can retreat to C5 or D5 and repair you stuff. Rest for some time until you're ready to move on.
7. Now it's up to you to decide where to go next: Chitzena or Drassen. Chitzena is the easier way, but Drassen has more to offer (more income, Skyrider, food quest & Dimitri, Manuel...). If you're unsure, I'd vote for Chitzena.

Section 3: Chitzena

1. When heading for Chitzena, skip the SAM site for now and be aware, that D3 and C3 are rather well defended. You might want to take the route through the wilderness again.
2. Just conquer Chitzena and keep an eye open for terrorists. Accept the quest from John and Mary. If you're short on money, head into the mine and take all the silver lying on the ground. Take your time to defend the place with militia since Deidranna will attack you there.
3. When you've taken Chitzena you need to hurry a bit. Deidranna's forces will attack you on a regular base. You need to find a good mix between training militia and attacking local patrols to take some pressure off Chitzena.
4. Reinforcements from Deidranna will try to get to Chitzena via the road. You might want to camp there and welcome them before they can even reach Chitzena.
5. Be sure to investigate the surrounding sectors (e.g. A1) and take the SAM site (D2).

Section 3 (alternative): Drassen

1. When heading for Drassen, you should again try to loot all the farmhouses (e.g. A11, C12) on your way. Fight some enemy patrols or checkpoints to get stuff from them (e.g. C9).
2. If you've enabled the DCA, you can postpone it by not freeing C14.
3. After you've conquered Drassen, you need to find a good mix between training militia and attacking local patrols to take some pressure off the town.
4. Be sure to investigate the surrounding sectors (e.g. A12, A16, D14) and take the SAM site (D15).

Section 4: On your own

1. From now on, you're on your own. If you took Chitzena first, then you should now head for Drassen and vice versa. As the third and fourth town you should go for Aldea and Cambria.